



BIG NAMES***BIG GAMES

“FINISH HIM(or HER)”

We didn't get Mortal Kombat. We didn't get Mortal Kombat 2. BUT we are getting Mortal Kombat 3!

Atari has received the rights from Williams to do a Jag version of Mortal Kombat 3. The third game in the popular fighting series has just hit arcades and judging by the crowds around the machines, Williams/Midway has yet another success on their hands.

The most notable additions to the game include: more characters to choose from (including several new characters), more fighting moves per character, and a 6th button which allows you to do dashing attacks. The digitized graphics are of high quality and the backgrounds look great. While watching someone play the other day, I got to see one of the boss characters (a HUGE centaur type creature) and it was amazing looking. If you're into fighting games, you should like MK3.

The big question on your mind is probably, "How close will the Jag version be to the arcade game?". Judging from what I've seen, the Jag should be able to handle it with no problems. Due to the amount of graphics, expect this to be a Jag CD title. The Jag version is slated for release during the 2nd quarter (April through June) of 96.

ATARI GETS ACCLAIM

One thing that magazines and fans of opposing systems has always thrown in our faces is that the Jag doesn't have any of the "big" companies doing games for it. It's time for the naysayers to clam up.

Atari and Acclaim have struck a deal. Acclaim is doing three games for the Jag which Atari will distribute...

NBA JAM— Tournament Edition: Yes, we're getting Williams/Midway's other crown jewel as well. 2 on 2 basketball action featuring real NBA stars (I wonder if we'll finally get to see the big head code in a home version?).

Frank Thomas 'Big Hurt' Baseball: This title (starring one of Chicago's own) features animation done with Acclaim's motion-capture technology. It's coming out on the Saturn, the Playstation and now also the JAG!

Both of these games are due 4th quarter (October-December) of this year. Acclaim is doing a 3rd title which will be announced later this year and will be available in early 96.

SATAN WEARS ICE SKATES

Electronic Arts (no, I'm not kidding) is doing some of it's games on the Jag. The deal was officially signed at the recent ECTS (European Computer Trade Show). The three games that have been mentioned (which will most likely be CDs)...

FIFA International Soccer: The highly praised 3DO soccer game which features a televised approach to the game (hmmm, I wonder if they have a guy who screams GOOOOOOOOOOOOOOOAL).

Need For Speed: The very flashy looking 3DO driving game.

Wing Commander 3: The latest game in the long running PC series. Highly cinematic and starring Mark Hamill of Star Wars fame.

ECTS TIDBITS

Along with the EA deal, there were several other items of interest from the European Computer Trade Show.

Virtuality, the company who is doing the Jag virtual reality headset, is now also working on 2 Jaguar VR games that will make use of the headset.

Atari has also dropped the price of the Jaguar in the UK. The Jag now runs for 149 pounds. Something that is still in the early stages but definitely worth mentioning. Atari is working on a deal for a sequel to Alien Vs Predator which

would come out on CD. I know I'm drooling.

LYNX NEWS

I've heard some rumors about several new Lynx titles being available in the UK but as of yet, I've been unable to confirm this.

I do know of a new Lynx title from Europe. It's called T-Tris and it's a Tetris clone that was programmed by some European demo programmers. If you have a source for Lynx games, check with them to see if they can get their hands on a copy for you.

Telegames has finally released Crazy Ace Miniature Golf. They're also planning a larger run of Super Off-Road and Bubble Trouble (previously only available as limited run EEPROM carts). If you're interested in any of these games check with your Lynx dealer or give Telegames a call at (214)218-5800.

A recent issue of a game magazine hinted that Atari may be planning an aggressive relaunch of the Lynx. Cross your fingers.

MULTI-PLAYER HARDWARE

Playing games with/against your friends is always great fun. There's 2 new items coming soon and 1 long awaited device available now that can put a new twist on your multi-player gaming.

The **JagNet adaptor** that allows you to hook up to 2 Jaguars is slated for June/July. An answer to your Doom deathmatch prayers.

4-Player tap: You read correctly my friends. Soon you'll be able to bring 2 more friends along for your 64-bit gaming. The first game slated to support it is the in-your-face basketball game White Men Can't Jump. The 4-player tap is also due for June/July. SAY! Isn't Acclaim doing a popular 4 player arcade game for the Jag later this year? Don't be surprised if Jam TE also supports this.

Well, it's not quite mid-April but I'm not too far off. I just picked up the latest Jag game, Hover Strike. If you liked Cybermorph, you should like this. Tons of missions, some neat effects, and a good solid challenge. Tips will be in the next issue but I've already acquired some neat secrets for the game.

The E3 show is rapidly approaching. The folks at Atari Explorer Online are going to be covering the show on video(see the back page for ordering info) just like they did with last year's Summer CES. If you've been waiting for the next Atari dealer video, be forewarned. Atari has decided not to make this one available to consumers and are suggesting that Jag gamers get the AEO E3 video instead(more stuff on the AEO tape anyway, 2 hours vs. 45 minutes).

I've got several on-line sources for E3 info and one of APE's readers has told me that he'll be attending and he'll fill me in on what he sees. I should have plenty of items to pass on to you in the next issue which also happens to be the 5th Anniversary- 20th issue of APE. Look for it late June(hopefully).

WHERE FOR ART THOU JAG CD?

The Jag CD still isn't out yet. I'm sure you're getting antsy but from what I've seen and heard the wait will have been worth it. Current release date is kind of hazy...sometime in June or July. Hopefully, we'll get some kind of clarification from the E3 show. The hardware itself is actually done and the units are starting to pile up. The reason for the delay leans towards 2 theories...

1. Atari is waiting for several CD titles to be done, so they can release it with a good assortment of software available.

2. Atari is waiting for a REALLY good game to include as it's pack-in. The Jag CD will be coming with the music video puzzle game VID-GRID but Atari also wants to include an action game.

Personally, I'm wondering if maybe Atari is waiting for Jeff Minter to finish up Defender 2000. He's already finished the Classic and Plus modes and he's well along on the 2000 mode. It would make a pretty cool freebie with the CD.

GP and NG, BS ABOUT FFL

GamePlayers and Next Generation are 2 of my least favorite gaming publications. They rarely have nice things to say about the Jag. Both publications recently had some rather unkind reviews of Atari's new 3-D fighting game Fight For Life. The thing is that the game ISN'T finished yet! They reviewed an unfinished version of the game that dates back to before the Winter CES. As I write this, the game is actually 70% done. If this bit of amateurish journalism annoys you as much as it does me, be

sure to drop a note to these people and let them know how you feel.

ATARI WORKS TO IMPROVE DEALER SITUATION

Many Jag owners have stories of run ins with rude anti-Atari sales clerks. Atari is taking steps to try to change that. Robert Jung(who I had the occasion to correspond with back when we both wrote for AtariUser) recently attended a session where Atari's plans were discussed and passed along what he heard to Jag owners via the Internet.

Atari is currently doing a test-market out in Southern California. They're doing tv and radio spots pushing the Jag's new low price of \$159. Most importantly, they're doing things like...offering free games to dealers (they can keep them or sell them), offering free kiosks(which usually go for \$1300) to stores that want them, and getting feedback from store managers. If they get positive results, Atari plans to expand the program nationwide.

Atari also did several live in-store promotions at 10 different stores in the Southern California area. Atari folks like Garry Tramiel, Jeff Minter, Ron Beltramo, and Bill Rehbock showed up to give out free t-shirts, Tempest 2000 soundtrack CDs(autographed by Jeff). They also demo'ed upcoming games like Defender 2000, Ultra Vortex, Super Burnout, White Men Can't Jump, Power Drive Rally, Conan, and Fight For Life. 4Play also showed up to demo Battlesphere which got raves from gamers. Lucky Californians.

DO-IT-YOURSELF STORAGE CASES

Do you need a way to store your Jag games? I found a rather handy solution on the shelves at Toys R Us. Since Sega now sells their Genesis carts in cardboard boxes a 3rd party company is now selling plastic cases. With a minor modification, they're also handy for Jag games. The cases are made by Pride Interactive Media Accessories. They come in a pack of 5 for only \$3.

Inside the case, they have a spot to hold the carts. For Jag carts to fit, you need to snip off the 2 plastic tabs at the top. If you're a youngster, get an adult to remove them with a sharp tool. Insert the Jag cart label side down. You should be able to figure out how they fit. If the game has a thick manual, the front of the case will bulge out a little but it's not too much of a problem.

Got some Lynx News or Info you want to pass on? SEND IT TO:

APE

2104 NORTH KOSTNER

CHICAGO, IL 60639

Or contact me via Genie, my mail address

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I can also be reached via INTERNET at

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WILD CAT

A newsletter covering Atari Computers, the Lynx, and the Jaguar.

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LYNX

JAGUAR

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Maybe you don't want to wait for the JagNet adaptor to play 2 player Doom. Maybe you're looking forward to lots of multi-player action (up to 8 people) on games like AirCars, Battlesphere, and Hover Hunters. Maybe you want to hook your Jag up to a high quality monitor.

If any of those apply to you...you need a Catbox. No, I'm not making some assumption about your species or your pet preferences. The long awaited Catbox from ICD is finally available. This handy device provides you with all kinds of standard ports (S-Video, composite video, left and right audio out, RS-232, analog RGB video, 2 headphone jacks). It also allows you to network multiple Jaguar systems for multi-player games like the ones I mentioned earlier. I've heard nothing but praise from the people who bought the first batch. It goes for about \$70. If you're interested in buying one, check with your Atari dealer. You can also get one from Toad Computers....

Info: (410)544-6943 Orders: (800)448-8623

Toad also has a page on the WorldWide Web or can be e-mailed at toad@charm.net.

You can also go directly via ICD.

ICD, Inc.

1220 Rock Street

Rockford, IL 61101

or you can reach them through the Internet at icdinc@genie.com. ICD also carries the various cables you'll need for hooking up to different monitors or for networking.

Updates, Rumors, Etc...

Now that Ultra Vortex is almost finished, Beyond Games has started on their next projects. Battliewheels 2025 (the Lynx classic gets an upgrade), a 3-d platformer (I've also heard they may be using rendered graphics a la Donkey Kong Country), and a 3rd title that they can't talk about at this time (hmmm, perhaps a big license?).

Evidently work on Pitfall is proceeding at a good pace. It now looks like it will be a Summer release (not Christmas as previously reported).

Defender 2000 is going to be a CD title. Expect the music to be even more incredible. If you have access to the Internet, Jeff Minter has a page on the World Wide Web where he gives frequent updates on the game's progress.

Speaking of CDs...word is that there is going to be a Jag CD version of the VERY popular PC adventure **MYST**.

Time-Warner is supposedly doing a Jag version of their arcade game T-MEK. T-MEK is a battlezone-ish game featuring armed hover-tanks. It's my favorite arcade game of the last several years, so I'm very pleased.

White Men Can't Jump is nearing completion and it looks great. Using the Jag's hardware, the game decompresses the graphics on the fly (a whopping 12 to 15 megabytes of animation).

SoulStar, the CD title from CORE, is finished and is a major update from the Sega CD version. The backgrounds have been re-drawn in 65,000 colors and the spaceships in the game have been rendered on computers. They also have a new 3 minute FMV opening sequence.

Silmarils is working on 2 more Jag CD games along with Robison's Requiem (due out at the end of May). Deus ex Machina is the sequel to Robinson and is slated for a Christmas release. Ishar Genesis is a pre-quel to Silmarils' popular PC role playing trilogy. It's a classic-style RPG (dungeons, monsters, magic, etc.) It's also due for Christmas.

The CD game Baldy now goes by the name Baldies. It's a strategy game which combines elements of Populous (you can change landscapes), Lemmings (you can assign different skills to your little bald friends), and Cannon Fodder (wacky comical combat). It sounds pretty cool. In other name changing, Redemption (which used to be Dreadnought) is now called NetWar. We still don't know what the game is about though.

JAG JOYSTICK UPGRADE

Formula-1 Systems is doing a new joystick conversion of your current joypad.

"Lap Cat is an ergonomic six button joystick made from real arcade parts. The front upward slope has a beautiful feel and very stress free on the wrists. The fire buttons are arranged in two rows of three. The keypad is just above the fire buttons for easy selecting. The pause and option buttons are to the right of the fire buttons so you can instantly pause the system. The extra three buttons are used to control the 7,8,9 keys on the keypad, as per Atari's new 6 button joypad."

Retail pricing on Lap Cat will be \$90 with a joypad trade in. Until May 15th, Lap Cat will have special introductory price of \$70 with trade in.

To find out more or to order...

E-mail: b.aein@genie.geis.com Phone: 301-251-0997 ask for Ben

ATARI SECRETS

VAL D'ISERE SKIING AND SNOW-BOARDING

At the main option screen, enter the following: 4,0,8,5,7,4,1,4

You get access to a new option screen where you can view the game finishes, listen to the various songs and sound effects, reveal the entire Freeride course, or skip ahead to any of the various challenges or races in the compete mode.

HOVER STRIKE

The game is just out and I've already managed to snag some hidden goodies.

Do you enjoy the night levels? You can turn ANY level into a night level. While playing a level, press all of these buttons at the same time...

UP (on the joypad), A,B,C, and 7 on the keypad.

Want to go into the level one missions with a full load of weaponry? At the mission select screen, press all of these buttons at the same time...

UP (on the joypad), 2,3, and 6 on the keypad.

You can now play a wierd bonus mission loaded with missiles and mortars. There are enough to load you up to the maximum (64 each).

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VAL D'ISERE SKIING AND SNOWBOARDING

FREERIDE

1. Speed is all-important in the Freeride section. You're against the clock trying to reach the next checkpoint. DON'T miss the checkpoint or the race is history.
2. If you brush against an obstacle you won't fall down(which is a good thing) but it will slow you down(a bad thing). Try not to touch stuff, especially avoid large packs of skiers. They can really cut down your speed. If they're all bunched up in the middle of the course, cut to the outside.
3. Avoid moguls(little bumps). In most cases they're harmless but you lose control while you're airborne and that can sometimes put you up-close and personal with the occasional tree(OUCH!).
4. You can pick up some awesome speed on large stretches of ice. You do lose some maneuverability(it's slippery) so be careful.
5. Jump over bare patches of ground(no snow). Otherwise they'll stop you almost dead in your tracks.
6. If you do fall(and you will) you get a couple of seconds of invincibility once you get back up. Hit anything you want while you're still flashing.
7. Power-ups are a HUGE key to success in the Freeride. The speed bursts are helpful but the extra time(little blue cannisters) is sometimes your only chance at finishing some of the harder races(particularly the last 2).

DOWNHILL

This is a speed event. Go as fast as possible. You do have to stay between the red flags, so keep your eyes on the course.

GIANT

Keep a steady speed here(let up occasionally on the accelerate button) but don't go overboard. You have to go through alternating sets of red and blue flags.

SLALOM

The red and blue flags are placed much closer to each other. You have to go just fast enough to be competitive but slow enough to handle the quick left and right movements to go through the flags. If you lose sight of the next flags(behind a hill), remember that the next flags will be on the other side of the course. If you just went through on the left side, go to the right. If you just went through on the right go to the left.

DRAGON-THE BRUCE LEE STORY

General Tips

1. Building up your Chi is very important. It can be gained by successful attacks against your opponents and also during the bonus round. The key there is to get the sticks turning very fast. Get in close, hit one of the pads twice and then back off to avoid the stick end. When the pad portion comes back around hit it again.
2. With sufficient Chi you can go into Fighter or Nunchaku modes. Fighter moves are pretty and the high jumps and fast flying kicks are pretty good, but you're very vulnerable. Only use Fighter mode, if you're in a bad situation(low energy). Nunchaku mode however is very effective. You don't have many moves but the Nunchaku are devastating. Whack an opponent by pressing fast kick(button C), then have Bruce switch hands by pressing fast punch(button B). You can now use that first move again. Remember that you have to switch hands in order to do the same move over and over.
3. Button A is either your hard punch or hard kick button. Option allows you to switch between them. DON'T bother. Just leave it on hard kick. There are several great hard kick moves that you need immediate access to.
4. Bruce's best moves are...the up-close hard kick, a throw followed by a stomp, low hard kick, roundhouse kick, flying fast punch chop, flip kick, flying kick, and the counter throw.
5. If you lose your three lives(the 3 mirrors), the phantom comes for you. DON'T attack him. Get to the other side of the screen away from him. As he comes towards you, flip towards and through him and hopefully he won't hit you. If he comes after you again, avoid him again. He'll give up, leave, and you get three more lives.

STAGES

1:Hong Kong: The sailor is tough but he can be put away with low hard kicks, flying chops, and flip kicks. If he wraps his chain around you, do a counter throw and then stomp him.

2:San Francisco: It's a ticked off chef with meat cleavers. Low hard kicks and flip kicks are very effective. Once his energy is half gone, he'll run out to the alley where you face him and his buddy. Concentrate on finishing the first guy off. Try to stay out of the middle and keep them both on one side of you. Use a flying kick to get behind him when he crouches. If you land in

front, he'll hit you. If you land behind him you can nail him with a fast kick.

3:Seattle: Scott has some nasty moves but flip kicks and flying chops should put him away. If he slaps the choke on you, do a counter throw then stomp him.

4.Oakland: Johnny Sun is small, fast, aggressive(his downfall), and deadly in the air. Don't even try flying chops or kicks. Instead, back up and when he comes at you, throw him to the ground and stomp him. Go to the other side of the screen and do it again. Your Chi should be looking very good.

5.Hong Kong: You're facing 2 very tough ladies at once. Don't go with fighter or Nunchaku, they'll mess you up. When it's just you against one woman at the start gain the advantage. Do a low hard kick, followed by a flying chop, a flip kick, and then stomp her(after that combo she'll be on the ground). After her friend shows up, don't get caught in the middle. Stay to one side of them and keep going with low hard kicks, flying chops, and the close high kick.

6.Bruce's school: You face Scott again. Do what you did before.

7.Long Beach stadium: It's Johnny Sun again but you have to beat him in 60 seconds. If your Chi is where it should be, switch to Nunchaku mode and keep hitting him. If you don't have enough Chi, use the throw/stomp method til you can get your Chi up to Nunchaku level. But hurry!

8.Thailand: Johnny's brother Luke is big but he can be beat with your usual repertoire of moves. Once his energy is half gone, he retreats to an area where he's pushing ice slabs at you. Don't bother with them, just flying kick over them and finish him off.

9.Hong Kong: As with Luke, the Claw Man can be beat with your usual moves. Watch out when he reaches into his jacket, he's getting ready to blow some stun smoke at you.

10.The Graveyard: The final battle with the Phantom. Switch to fighter mode and keep hitting him with ultra-fast flying kicks. Be wary when he disappears, you don't want to be too close when he reappears. Once his energy is completely gone, switch to Nunchaku. You have to do the neck-tie move to finish him off. Good Luck.

SYNDICATE

General Tips

1. You can get by on many missions with only one agent. However, if you're expecting a fight, 4 guns can be better than one.
2. Weapons management is important. If a gun runs out of ammo, it becomes dead-weight and takes up valuable space. Drop it. Pick up the weapons from fallen enemies. If you can snag something special, it's that much easier for your R&D bunch to duplicate it. Once the mission is finished, grab some extra weapons (even if they're empty) and you can sell them off for some cash.
3. Always take at least 2 med-kits with you per agent. If you get ambushed you might need an immediate health fix.
4. Your first mod purchase should be a V1 chest. This will enable you to automatically regenerate health.
5. On many missions you can find an unattended car to use. If there isn't one lying about you can also "acquire" one. Take one shot at a car and the driver will get out and graciously leave the keys.
6. The Persuadertron is the most valuable tool in your arsenal. You can build up a healthy little army with this mind control device. When you pull out a weapon, your followers will also. If they don't have guns, they'll pick them up from fallen enemies. This can give you some terrific firepower. Most people are easily persuaded but cops and enemy agents aren't. However, the more regular people you persuade the stronger your abilities become. Once you have a mob, you can also get the cops and agents. This is important because this is the only way to snag extra agents for your syndicate.
7. Mastering your agent's enhancement drugs is also key. By lowering your agent's I(intelligence)P(perception)A(adrenaline) levels, their body will heal faster. Once they're lowered and you increase them, the effect will last longer. Perception is especially handy. Instead of a scattered spray of gunfire, higher perception will enable you to fire a concentrated burst at a target. Your IPA also effects a crowd you've persuaded. Low perception make them crowd around you, while high perception makes them spread out.
8. Watch your taxation. If a country turns discontent, drop it's taxes all the way down to 0 and leave it there until they get back up to very happy. A good tax level is 33%(you don't have to mess around after restoring a saved game).
9. My favorite weapon in terms of bang for the buck

is the mini-gun. 4 agents carrying these are quite a formidable force.

I'll leave most of the missions to your skills but here's some handy tips.

Eastern Europe: Shoot the cop car and then get the driver when he gets out. He's carrying a mini-gun.

Khazikastan: Enemy agents are all over the place. Use your persuadatron to gather up a mob of regular people and then cops. When the enemy agents start to show up, snag them. You can fill up your cryo-chamber with extra troops (some of whom will be already enhanced with mods).

Atlantic Accelerator: This is the toughest mission there is and you'll probably save it for last. It's swarming with loads of enemy agents and they're armed with mini-guns....and they're ticked off. Shooting it out with these guys can be tough even with 4 well-armed agents but I know a little trick. Take one agent and outfit him with 3 shields and 2 gauss guns. As soon as the level starts, turn on a shield and run south (there's a platform with an opening out to the water). Stand still. The enemy agents aren't very bright. They'll keep walking toward you and they'll stop on the spot where you're standing. Before your shield runs out, switch to the next one (giving the other shield a chance to recharge). Keep switching between them as more and more agents form up on you. When the flow has stopped, switch to your gun, take a couple steps away and then blast them. If you're lucky, you can find a second spot to draw the rest of the gang to you. Good luck.

BRUTAL SPORTS FOOTBALL

General Tips

1. As the ref comes down for the tip-off, have the player under your control run over and do a flying tackle on the opposing team's player. After you give him enough shots, his head will be ready to come off.
2. Hit the opposing team's goalie whenever you get the chance. If you can take his head off and take him out of the picture, scoring becomes a lot easier.
3. Have your defenders clear the ball from your goal by kicking it down the field. Don't have them try to run down the field or you might get caught short-handed back by your goal.
4. You can hurt your own players so be careful with your flying tackles and especially stuff like

axes and swords.

5. You can run the ball into the goal, pass it in, or even kick it in (if the goalie is out of the way). See what fits the situation.
6. Practice your leaping catches. It's one of your best offensive and defensive (interceptions) moves.
7. Keep an eye on the health meters of you and your opponent. If yours is low, get the ball to somebody else on your team. If your opponent's is low, pound him and hopefully his head will come off.
8. Keep an eye out for power-ups. The rabbit is especially handy (you have a good chance at speeding the ball in). If playing 2 player, keep an eye out for the control-reverser. It can aggravate the heck out of an opponent.
9. In case of a tie and sudden death, hit hard on every opposing player you see and keep on the lookout for weapons. A sword can tilt the scales in your favor in this situation and will finish the other team quickly..

League Play

Don't bother to spend money on fixing up players unless you have to. You only need to field 7 players. Pound the early teams to make BIG money. Take out most of the opposing players but leave at least 2 and continue to score at will on them. The teams in the final league are pretty tough. Stay VERY aggressive and you should be able to take them.

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CANNON FODDER

General Tips

1. You may already be aware of the fact that Cannon Fodder has a rather nasty bug in it. When a soldier's rank reaches up into specialist level or higher the game can lock up in the promotion screen that occurs after a mission. There is an easy way around this. After your mission, press your button to just skip the promotion screen and you'll be fine.

2. On a lot of missions, it's a good idea to leave the rest of your troops back and just send one guy ahead to scout out the situation in terms of opposition, traps, etc.

3. Be careful when you blow up buildings. The resulting flying debris (the door, the roof) can devastate your troops if you're in the wrong place at the wrong time.

4. Keep an eye out for things that look out of place. If you spot a trip wire, shoot it to trigger it.

5. Only go into water when you have to. You can't shoot while you're swimming and it leaves you vulnerable to enemy attack.

6. Enemy soldiers can be somewhat thick. If you're smart you can get them to do the work for you by blowing up your targets.

7. If you have to destroy targets in a mission and your grenades or rockets aren't strong enough, you're going to have to find a vehicle (tank or armed chopper) or make use of an artillery turret. If you don't have any of those, you're going to need to make use of tip 6.

8. Heatseeking rockets have some special properties. These babies are usually found on armed choppers or you can also find the rare shoulder launched ones. If you place your targeting cursor on a soldier or vehicle (something with a heat source), the rocket will chase the target. You can also fire it up and over trees. In later missions, you will find yourself going up against enemy choppers armed with heatseekers. These pesky things will follow your chopper until they hit you, unless... you fire your heatseekers at his heatseekers and blow them up. Tricky but effective.

9. If you lose a vehicle or run out of explosives that are necessary to complete a mission, use the surrender option. You won't lose the troops that are still alive in the mission (they'll live to fight again).

I'll leave most of the phases for you to figure out but here's some tips on a few...

Mission 8-Phase 2: Your targets are a group of hard-to-crack bunkers. Get your troops behind

some cover and then send one soldier out to take care of the rocket launcher soldiers (many of which were on bunker rooftops). When that is taken care of, go to the island in the middle of the area and enter the gun. Use it to blast the bunkers.

Mission 8-Phase 3: Look on the map. Go to the area on the lower right corner of the screen. Blow up the bush you find there to get 50 heatseeking rockets.

Mission 8-Phase 4: Your troops are up on a cliff. Once you've taken care of things up there, you need a way to get down below. The trick is to drive your jeep off the cliff on the right hand side so that it goes into the water. Put your cursor on where the jeep is sinking and have your soldiers get out and run to the shore. Hurry, before the jeep explodes.

To be honest, this game is so tough, I've had a hard time getting back up to some of the higher levels so I can't say exactly what the mission and phase numbers are for these 2 doozies. You should be able to easily recognize them though.

Ouch: This mission starts you out with 6 troopers and a jeep. At the top of the level is a large building pumping out hordes of troops. There are also 2 tanks up there as well. The doors pumping out troops are vulnerable only to heavy fire. Don't sit around or you'll be swarmed by enemy troops. Split off one trooper (the other 5 will remain safe at the bottom of the level), give him the grenades and rockets, hop in the jeep and drive up to the building. You need to try to get the tank on the left side to blow himself up (if he shoots too close to himself, he'll take himself out). You need to blow open the fourth door from the left. There's an armed chopper back there. You can use it to blow up the doors pumping out the troops. If your one guy dies in his attempt, use the surrender to save the other 5 guys.

The race: You're up on a cliff with a jeep. Down on the road below, an enemy jeep is speeding down the road. Innocent civilians are at the end of the road and you've got to stop heim before he can hurt them. It's not exactly a fair race, you've got fences in your way. There is a way to even the odds. Once you get past the first fence, the side of your cliff is unprotected by a fence. Unfortunately, the road does have a fence which would block a rocket shot at the enemy jeep. Simple. Drive your jeep off the cliff (be sure to jump out just before it goes

over). The jeep hits the road fence and makes a hole. Shoot the enemy jeep with a rocket.

Mission 24-Phase 6: This is the last phase and it's nasty. You're against the clock, once it runs out, the whole place is going to go boom. The trick here is to juggle 3 units at once. While one unit is moving, you have to switch over and move another and while they're going, you have to get the last unit moving. It's like that old spinning plates act. You have to get your soldiers standing on the 3 pressure plates. A chopper will come to you and land. Use it to blow the doors and then wipe out the computer in the middle of the level. Good luck...you'll need it.

IRON SOLDIER

General Tips

1. The music in Iron Soldier is pretty good but you lose the chopper sound effects. Ditch the music, it's more helpful to know when the choppers are after you.

2. Orange factory buildings are good sources for supplies...especially repair crates. Power plants are also good sources for repair crates.

3. The rifle is all you have to start with and it's not the greatest by any means. As soon as you get your hands on the gatling guns, forget about the rifle (and always mount the chain cutter in your hand instead). The gatling gun is a great weapon against choppers, bringing down buildings, and shooting down enemy rockets. It doesn't eat up ammo very fast either so it's good for extended periods of destruction.

4. Take care of pesky gun emplacements. Their shots aren't very strong but they pump out enough of them to do you some big damage.

5. The wolfpack missiles pack a big wallop and can be very effective at leveling a lot of buildings in a short amount of time. They also have killer distance.

6. The chain gun is slow but it's distance and destructive power is great. Many targets only need one shot to blow them up. It's excellent at taking out choppers or guns while they're still off in the distance.

7. Cruise missiles are fun but they take up a valuable shoulder mount and they only give you one shot at a time.

8. The slate shield also takes up valuable

space but there are actually 1 or 2 situations where it can help out.

9. Early on, be sure to carry grenades on both hip mounts. More bang for the buck. A sweeping volley of grenades are also effective at clearing groups of buildings.

10: If you don't need to be repaired or you have a full load of ammo, don't pick up the crates. Remember where they are and come back when you need them.

Missions

The Bust: Relatively easy. Follow the road out of town and wipe out the buildings. For your troubles you get your hands on some grenades.

London Bridge: You've got to take out 2 bridges. Come at them from the side and nail the main supports with a volley of grenades.

Midnight Raid: Head for the area with the 4 watch towers. Take them out and the surrounding buildings. Snag supplies and the wonderful gatling guns.

Care Package: You've got to nail 2 cargo ships. Grenades are effective and you can also pepper the side of the ships with a stream of gatling ammo.

Hunt the Hunter: It's you versus an enemy mech. Head for the powerplant and smash it revealing armor repair. The other buildings nearby also have extra grenades and armor repair. Go after the mech. You can shoot down it's rockets with the gatling guns. Get close and unload all your grenades on to him. Run back and fix yourself and reload with grenades. As you're running from the mech, check the radar to see where his rockets are headed and steer away from them. Go back after the mech, hit him with this load of grenades. If he's still standing, go after him with the chainsaw at close range. You now get his rockets.

Fox and Hound: You're after 3 truck convoys. The first is to your left. The second can be found in an area heavy with factories. The final truck is traveling through an area with skyscrapers and a concentration of medium sized white buildings. You get the rail cannon.

Pearl Harbor: 4 ships are your quarry here. You can nail them from a distance with rockets but it takes a lot of hits to do them in. Get in close and finish them off with the gatling guns.

Walk in the Park: Go to the center of town and stop the assault on the headquarters. You've got to destroy all the tanks to finish off the mission. If you're having trouble with the BIG tank, walk up to

him and use the chain cutter.

Hornet's Nest: Hit hard and fast. Move as fast as you can to the airbase and level it. It's at the other end of town.

One Man Army: Load 3 of your mounts with rockets. Take out the power plant and then use the rockets to decimate all the surrounding buildings.

Pandora's Box: The group of buildings in front of the fortress have many supplies. Take out the 2 guns mounted on the fortress with grenades. Chuck your remaining grenades over the wall into the fort. If you manage to open up the building with the mech, grab some more grenades and try to take him out before you head in. Chainsaw one of the wooden doors, go inside and grab the slate shield.

Best Defense: Outfit yourself with rockets, a gatling gun, and a rail cannon. Position yourself in front of the HQ so that you'll be in the path of anything the choppers throw at it. Take out the missile choppers while they're still off in the distance with the rail cannon and the other choppers with gatling fire. A BIG tank will come to the building. Let him get close and then chainsaw him to pieces. Finally, an enemy mech will come from off to the right. Hit him with the rockets. For your success you gain the cruise missile.

Urban Renewal: You have to level everything. Be sure to have some rockets for the buildings off on the islands. Also, keep an eye out for the enemy mech. Bring the slate shield along. If you wait long enough, they start sending bombers after you. Use the shield to protect yourself and walk around. The bombers will do your work for you.

Escort Service: This time you get to protect a convoy. Learn the route and try to take out potential threats before they can become threats. Be careful and don't destroy your own guys.

Return to Sender: More ships. Use what you know from before.

War is Heck: The final level. Once again you must destroy everything. Rockets are very handy. The shield/let them bomb stuff strategy also works. When you destroy Iron Fist's building downtown, a mech shows up. If you're lucky, you can get the bombers to deal with him. Grab repair and extra ammo at every opportunity.

BUBSY

General Tips

1. The levels in Bubby are absolutely HUGE! If you're having a problem figuring out which way you need to go, stand still for a second, and they might give you an arrow to help point you in the right direction.

2. Resist the urge to run around at top speed. That's a perfect way to lose lives quickly. Tread carefully and keep an eye out for possible threats.

3. Bubby's glide attack is one of his best weapons. It's always best to belly-flop onto an enemy than just jumping onto it with your feet.

4. 9 lives might seem like a lot but Bubby can go through them pretty quickly. Always keep an eye out for extra lives. Also, keep your eye out for continues. Despite what's shown in the manual, the actual continue looks like a rotating circle with an arrow in it.

5. Touch exclamation points whenever you see them. They act as half-way points and if you lose a life, you don't have to start all the way at the beginning of the level.

6. If you come upon a spiked wall, there's a good chance that that's where you need to go. You have to locate it's corresponding on-off switch (the red light/green light thing). Set it to green to make the spiked wall disappear.

7. If you're having a hard time getting up a steep hill you can speed things up by jumping and gliding.

8. Don't let yourself fall too far or you'll lose your life. As you fall, press the glide button for a safe landing.

9. You can jump higher by getting up some steam with a running leap.

10. Some levels have hidden platforms that you can only find by jumping into them. When you find one, jump up from it because they tend to be set up like ladders.

No more room this issue, so I'll delve into the different levels next time along with their nasty bosses(who can be very tough). To give you a head start, look around level 3 for a continue. It's located at the upper right of an area with a lot of mushrooms.

KASUMI continued (from last issue)

Well, Gyaku has revealed his demon form and looks like he'd be more at home taking on Ultraman. Plus, check out his surroundings. Yikes! He has some nasty moves and you've got to take him out in a best of 5 series as you did back in his ninja form.

Gyaku still has his fireball block and he's also borrowed Pakawa's buffalo jump. If he jumps up, get off the ground. Our nasty friend can also breath fire so try not to stay too close. He can also pick you up, shake you and fling you, taking away a big chunk of your energy.

Jump kicks are very handy against demon Gyaku and uppercuts are also good (hit him as he gets up). A fireball is also very effective if he goes into a buffalo jump.

E3 VIDEOS FROM AEO

Subspace Publishers are pleased to announce two new NTSC videotape projects—"AEO at E3 '95" and "E3 1995: NextGen Debuts"—to bring to you the best video coverage of the video gaming industry's showings at May's Electronic Entertainment Exposition (E3) in Los Angeles. Turnaround time will be kept to a minimum. The E3 show will take place May 11-13th, and after editing and duplication, Subspace Publishers hope to begin shipping orders by May 29th.

"AEO at E3 '95"

The AEO video will focus on interviews with personalities and exposure for games for the Atari Jaguar 64-bit Interactive Multimedia System. Every effort will be made to obtain direct audio/video feeds from floor Jaguar machines of as many

games as possible. AEO has always been regarded as the best source of information on the Atari Jaguar, both online and off, and we hope to maintain that standing with this planned two-hour video.

"E3 1995: NextGen Debuts"

But there's more going on at this expo. Nintendo, Sega, and Sony are all expected to debut their next generation video game consoles here, and 3DO may have a few surprises as well. This two-hour video will focus on the titles shown on these platforms, as well as a more general look at E3 itself.

Ordering Details:

If you have any questions, Email Travis Guy at aao.mag@genie.geis.com

Pricing: Either video can be ordered at a special pre-show price of \$15.00 US, plus shipping. All videotape orders postmarked on or after May 11, 1995 will be for the regular price of \$20.00 US, plus shipping.

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